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Amendments to the Claims

1. (Cancelled)

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Currently Amended) A method of rendering a defined output from an output definition, comprising the steps of:

(i) receiving, through a communications network, a predefined output definition to be rendered;

(ii) parsing said output definition to identify at least one or more texture expressions to be employed in said rendered output, at least one of the texture expressions comprising a mathematical expression defining a texture;

(iii) evaluating each said at least one texture expression in terms of one or more texture expression evaluation parameters at least one texture expression evaluation parameter defined in said output definition to obtain a texture output; and

(iv) rendering said defined output with each said texture output[[[:]].

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wherein at least one of said texture expressions produces an audio texture, said ~~at least one~~ texture expression evaluation parameters [[is]] include a time-based parameter, and said time-based parameter comprises an elapsed time from a user interface event.

11. (Currently amended) ~~The~~ A method as claimed in claim 11 [of claim 8], wherein said at least one texture expression evaluation parameter comprises coordinates for pixels on a rendered display.

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (New) A method as claimed in claim 11, wherein said texture expression evaluation parameters include at least one oscillation function.

16. (New) A method of rendering a defined output from an output definition, comprising the steps of:

receiving, through a communications network, a predefined output definition to be rendered;

parsing said output definition to identify one or more texture expressions to be employed in said rendered output, at least one of the texture expressions comprising a mathematical expression defining a texture;

evaluating each texture expression in terms of one or more texture expression evaluation parameters to obtain a texture output, said texture expression parameters including an oscillation function; and

rendering said defined output with each said texture output.

17. (New) A method as claimed in claim 16, wherein at least one of said texture expressions produces an audio texture.

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18. (New) A method as claimed in claim 16, wherein said texture expression evaluation parameters include a time-based parameter.
19. (New) A method as claimed in claim 18, wherein said time-based parameter comprises an elapsed time from a user interface event.
20. (New) A method as claimed in claim 16, wherein said texture expression evaluation parameters include coordinates for pixels on a rendered display.
21. (New) A method as claimed in claim 10 wherein said output definition is a markup language document.
22. (New) A method as claimed in claim 16 wherein said output definition is a markup language document.
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